



From Games for Math by Peggy Kaye

This game is ideal for kids in kindergarten and first grade who need practice counting. It is also great for older kids who need practice with their addition skills.

1	4	7	3
10	9	2	5

For this game, you will need a pencil, paper, the grid, a penny, and something you can use to collect and count such as buttons, paperclips, or even squares of paper. For the purpose of the directions, I will use buttons.

Print off the grid provided or draw your own grid. One player will choose eight different numbers between one and ten and write them in one of each of the spaces. (See the example in the upper right-hand corner.)

Two or more players will take turns throwing a penny to get it to land on one of the numbers. If the penny lands on a line or rolls off the grid, throw the penny again until it lands on a number.

For the first few rounds, players will throw the penny two times. After each throw, players will count out that number of buttons for their pile. For example, if a player throws the penny on the 9 on the first throw, that player will collect nine buttons. If they throw a 7 on their second throw, they will collect seven buttons. After each player has thrown twice, count the total number of buttons for each player to see who is the winner. The one with the most buttons wins.

You can increase the learning by writing down the number after each throw and the total of the two throws. Put a plus sign after the first number and an equal sign after the second number to complete the equation.

Once the players have mastered the game with two rounds, you can either increase it to three rounds and then four, or create a new grid with different numbers.